

## Amended Claim 4 to Obtain Allowance of Case

4. (Currently Amended) A method for the generation of a three dimensional fractal subsurface structure by Voronoi tessellation and computation of gravity response of such fractal structure, by generation of fractal subsurface structures and computation of a forward gravity response of such structure for delineation and modeling of an underlying anomalous object, said method comprising:

(a) selecting Voronoi centers at a plurality of locations over a region of interest, the Voronoi centers being represented by x, y, z co-ordinates;

(b) generating an initial model of a subsurface fractal geological object, having variation in a physical property in lateral and vertical directions; the initial model being generated by tessellating the Voronoi centers, and assigning values of physical property variations during generation of the model on the basis of pre-determined assumptions in the model;

(c) assigning different discernable representations to regions in the model which have different physical properties to enable demarcation;

wherein the fractal subsurface model is generated by a modified Voronoi tessellation technique which comprises modifying the Voronoi tessellation by using  $L^p$  norm, where  $L^p = (x - q_i)^{1/p}$ , where x is an arbitrary point,  $q_i$  is point whose distance has to be calculated, and p is an exponent which can assume fractional real numbers and negative real numbers thereby enabling greater range for generation of different fractal sub-surfaces, which are closer to a real geological situation.

wherein the computation of a gravity response due to a fractal subsurface generated by modified Voronoi tessellation is carried out by an analytical expression which comprises:

(a) demarcating boundaries of regions having a different physical property in the

tessellated region, the boundaries forming a polygonal shape in 2-dimensional space;

$$V = G\rho \sum_{i=1}^n [W \arccos\{(x_i/r_i)(x_{i+1}/r_{i+1}) + (y_i/r_i)(y_{i+1}/r_{i+1})\} \\ - \arcsin \frac{zq_i S}{(p_i^2 + z_i^2)^{1/2}} + \arcsin \frac{zf_i S}{(p_i^2 + z_i^2)^{1/2}}]$$

Where S= +1 if  $p_i$  is positive, S= -1 if  $p_i$  is negative,

W= +1 if  $m_i$  is positive, W= -1 if  $m_i$  is negative,

'Z' is depth and 'n' is number of sides in the polygon.

G is universal gravitational constant,  $\rho$  is the density of the tessellated regions;

$$p_i = \frac{y_i - y_{i+1}}{r_{i,i+1}} x_i - \frac{x_i - x_{i+1}}{r_{i,i+1}} y_i,$$

$$q_i = \frac{x_i - x_{i+1}}{r_{i,i+1}} \frac{x_i}{r_i} + \frac{y_i - y_{i+1}}{r_{i,i+1}} \frac{y_i}{r_i},$$

$$f_i = \frac{x_i - x_{i+1}}{r_{i,i+1}} \frac{x_{i+1}}{r_{i+1}} + \frac{y_i - y_{i+1}}{r_{i,i+1}} \frac{y_{i+1}}{r_{i+1}},$$

$$m_i = \frac{x_{i+1}}{r_{i+1}} \frac{y_i}{r_i} - \frac{y_{i+1}}{r_{i+1}} \frac{x_i}{r_i},$$

$$r_i = +(x_i^2 + y_i^2)^{1/2},$$

$$r_{i+1} = +(x_{i+1}^2 + y_{i+1}^2)^{1/2},$$

$$r_{i,i+1} = +[(x_i - x_{i+1})^2 + (y_i - y_{i+1})^2]^{1/2}$$

$p_i$  = perpendicular to a side of an irregular geometrical body from a point at which anomaly is being calculated;

$q_i = \cos(\theta_i)$ , where  $\theta_i$  is an angle between a side of the irregular body and line

joining the first point (A) of the arm from the point at which anomaly is being computed;

$f_i = \cos(\varphi_i)$ , where  $\varphi_i$  is an angle between a side of the irregular body and line joining the end point (B) of the arm from the point at which anomaly is being computed,

$m_i$  = angle subtended by an arm of the irregular body at the point where anomaly is being computed;

$r_i$  = distance of a point at the boundary of irregular body from the point at which anomaly is being computed;

$r_{i+1}$  = distance of next consecutive point at the boundary of the irregular body from the point at which anomaly is being calculated;

$r_{i,i+1}$  = length of the side of the irregular body;

$i$  = is a subscript, which is used to select the next consecutive point on the surface of the body;

where the effect of a common arm of the adjacent polygon is removed;

(b) repeating the gravity response computation due to the polygon for all adjacent polygons of different physical properties using the demarcated polygon boundary;

(c) adopting the process of gravity response computation for tessellated regions lying at different depths to obtain a response;

(d) integrating the response using Simpson/Gauss quadrature formula at plurality of grid nodes overlain on the region of interest; and

(e) creating a model of the underlying anomalous object.